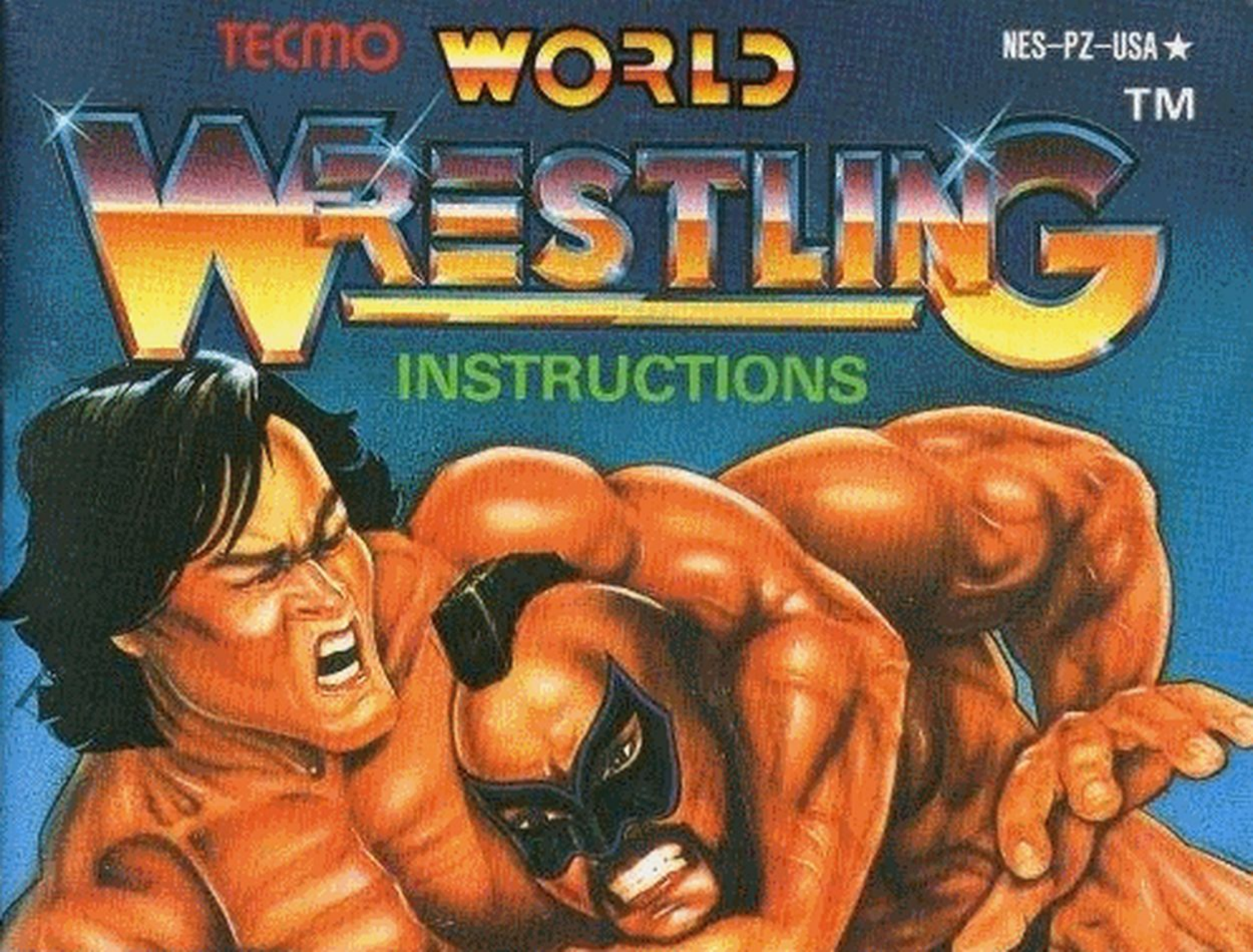
TECMO

WORLD WRESTLING

NES-PZ-USA ★

TM

INSTRUCTIONS



Thank you for choosing the fun-filled "TECMO WORLD WRESTLING" game pak by TECMO, INC.

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

PROLOGUE

Hello! ....And welcome to the Tecmo World Wrestling extravaganza. I'm your announcer Tom Talker coming to you live from the magnificent Tecmo Coliseum. The Mega-Event is about to begin where the TWW Title Crown is on the line. Who will win and become the new champion of Tecmo World Wrestling? Just think, you could be sitting on top of the world wearing the TWW Champion Belt! Go for it!

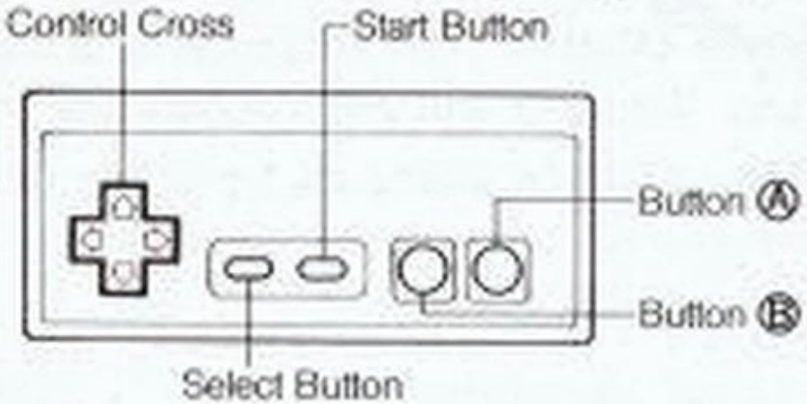
● ZOOM Mode!

The ZOOM Mode gives you an instant replay of your perfectly executed technique — up close and in slow motion!

START

● Name of controller parts

★ This game can be played by one or two players.



● Pause

To pause press the START Button. Can only be used while a match is in play.

● For one player

Use the SELECT button and choose 1 PLAYER. Then press the START button.

WRESTLER SELECTION

● Selecting Your Wrestler

At the start of the match, a picture of the wrestler and his portfolio will appear on the screen. Use the A or B Button to scroll through the list of wrestlers. When the wrestler of your choice appears on the screen, press the right or left arrow of the control cross to move the star mark. The name of the wrestler on which the star mark is placed indicates the wrestler you have selected. Then press the START Button to begin.

● Creating Your Own Ring Name

Create your own name (up to eight letters) and enter it on the NAME SELECT screen. Use the control cross to select the letters. Press the A Button to save, then the START Button. If you make a mistake, press the B Button to backspace, and reenter the correct letter.

MUSCLE TRAINING

When you start your first match or lose a match, the Muscle Training screen will appear.

If you want to "beef up", press the upper or lower arrow of the control cross to move the cursor to "YES". Then press the START Button. A different screen will appear where you select the kind of work-out you want to do. Press the upper or lower arrow of the control cross to select. Then press the START Button. Beef up those muscles! When the whistle blows, press the A Button over and over as fast as you can. This will build up your power on the PUSH meter. Once the PUSH meter reaches "full", a section of the POWER meter will light up. As the POWER meter increases, so does the talent and skill of the wrestler.

* CAUTION....When the NES machine is turned off, the POWER meter automatically resets to zero.

DISPLAYS

● Physical Strength Meter

When the wrestler's Physical Strength Meter is around full capacity, he is able to spring back and recover quickly. This meter regains strength whenever you make a successful move with a technique.

● Time Display

The Time Display normally shows the time remaining in the match. When there is an illegal move, the clock displays the penalty count of five seconds. When a wrestler is outside the ring, the count-out time of 20 seconds is displayed.

MATCH RULES

-Each match is seven minutes. A match will be considered a "draw" when it is not completed within this time limit or when both wrestlers are caught outside the ring after a count-out.

-If a wrestler is caught on top of the ropes by a five-count, it will be considered a loss by disqualification.

-If a wrestler is caught outside the ring by a 20-count, it will be considered a loss by disqualification.

TWO PLAYER MODE

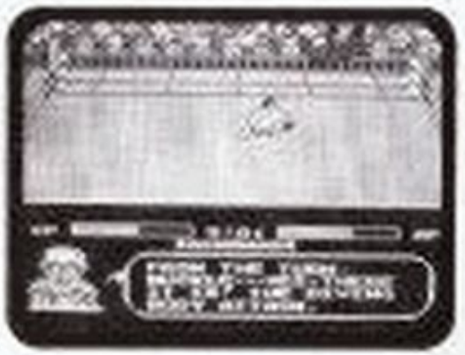
Use the Select Button and choose 2 PLAYERS. Then press the START Button. "DING. DING!"

● Selecting Your Wrestlers

Use the Control cross to move the star mark and select the wrestlers of your choice. Press the START Button to save. When you have chosen your wrestler, enter the name the same way as in ONE PLAYER mode.

● Biometer

This is the meter under the Time Display. Red indicates PLAYER ONE and blue indicates PLAYER TWO. The perfect time to attack is when the color of the Biometer favors your wrestler. Your defenses will also be at their best.



HOW TO OPERATE THE WRESTLER

● Movement

You can move the wrestler in eight different directions using the Control Cross.

● Running

To run (right and left directions only), press the Control Cross twice in a row. To stop running, press the opposite direction of the Control Cross.

● Pinning

Close in on your fallen opponent and press the B Button to pin.

● Breaking A Pin

If you are pinned by your opponent, press the A or B Button over and over to break the pin.

* The speed with which a pin is broken will depend on the physical strength of the wrestler.

● Climbing To The Top Of The Ropes

Go to the left or right corners of the ring and press the upper arrow on the control cross to climb.

● Going Outside The Ring

When your opponent is outside the ring, press the control cross in the direction of the ropes of the side you want to climb out. To climb back into the ring, press the control cross in the direction of the ring side you want to enter.

● Picking Up Your Opponent

To Pick up your opponent, close in on him and press the A Button or press the A Button simultaneously with the upper or lower arrows of the control cross.

● Throwing Your Opponent Into The Ropes

When in a clinch with your opponent, press the right or left side of the control cross to throw your opponent into the ropes.

●Moves Common To All Wrestlers

Condition	Name of technique	Operating the controller
When separated	★Kick	Ⓐ
	★Punch	Ⓑ
When opponent is down	★Stomping	✚↕+Ⓑ
Clinching	★Kneelift	Ⓐ▲
	Brain Buster	✚↑+Ⓐ▲
	★Body Slam	✚↑+Ⓑ▲
	★Headlock	Ⓑ▲
	★Back Drop	✚↔+Ⓐ▲
	★Pile Driver	✚↓+Ⓐ▲
Running	Drop Kick	Ⓐ
	Clothesline	Ⓑ
Throwing into thé ropes	Shoulder Throw	Ⓐ or Ⓑ
Climbing the ropes	★Diving Body Attack	Ⓐ
	★Flying Knee Drop	Ⓑ
Fighting outside the ring	★Metal Post Slam	✚↔+Ⓑ

●Techniques For Each Wrestler

Condition	Name of technique	Operating the controller
When opponent is down	★Knee Drop A. Dragon, E. Tigre, P. Gordon, R. Beat J. Lee, M. Lose, R. Gomez, J. Falcon	✚↔+Ⓐ
	★Elbow Drop B. Chekov, Dr. Guildo	✚↔+Ⓐ
	Giant Swing B. Chekov, Dr. Guildo	✚↔+Ⓑ
	Figure 4 Leglock E. Tigre, P. Gordon, R. Beat, M. Rose	✚↔+Ⓑ
	Scorpion Deathlock A. Dragon, J. Lee, R. Gomez, J. Falcon	✚↔+Ⓑ
Clinching	Power Slam P. Gordon, R. Beat, ●J. Lee, B. Chekov J. Falcon, ●Dr. Guildo	✚↓+Ⓑ

Clinching	★Back Brain Kick A. Dragon, R. Gomez	Ⓐ▼
	Bear Hug B. Chekov, J. Falcon, R. Beat	Ⓑ▼
	Cobra Twist A. Dragon, E. Tigre, J. Lee, M. Rose R. Gomez, Dr. Guildo	✚↓+Ⓑ▲
	★One Hand Backbreaker P. Gordon, B. Chekov, J. Falcon	✚↓+Ⓐ▼
	German Suplex A. Dragon, J. Lee	✚↔+Ⓐ▼
	Northern Right Suplex E. Tigre, M. Rose	✚↔+Ⓐ▼
	Power Bomb R. Beat, R. Gomez	✚↓+Ⓐ▼
	★Argentine Backbreaker Dr. Guildo	✚↑+Ⓐ▼

Clinching	Octopus Hold A. Dragon, M. Rose	✚↓+Ⓑ▼
	★Death Drop R. Beat, J. Falcon, Dr. Guildo	✚↑+Ⓑ▼
Running	Jumping Kneebutt E. Tigre, P. Gordon, J. Falcon, Dr. Guildo	✚↔+Ⓐ
	Shoulder Tackle R. Beat, J. Lee, B. Chekov, Dr. Guildo	✚↔+Ⓑ

Power Slam–Those wrestlers with a (●) next to their name can use this technique except when their physical–strength is too weak.

*Those wrestlers whose names are listed under a specific move , can use that technique.

★The techniques which have a star beside them can be used outside the ring also.

▲ techniques may change to ▼ techniques depending on the physical strength at the time.

WRESTLERS

"The Samurai"
AKIRA DRAGON
Place of birth : JAPAN
HT. 6'03" WT.231 lbs.
Best technique :
BACK BRAIN KICK,
GERMAN SUPLEX

"Greek Warrior"
PAT GORDON
Place of birth : GREECE
HT. 6'05" WT.282 lbs.
Best technique :
BACK DROP,
POWER SLAM

"Striker"
EL TIGRE
Place of birth : MEXICO
HT. 6'00" WT.242 lbs.
Best technique :
BACK DROP,
NORTHERN RIGHT SUPLEX

"British Star"
REX BEAT
Place of birth : BRITAIN
HT. 6'02" WT.286 lbs.
Best technique :
POWER BOMB,
DEATH DROP

"Kung-fu Master"
JACKIE LEE
Place of birth : HONG KONG
HT. 5'11" WT.264 lbs.
Best technique :
GERMAN SUPLEX,
POWER SLAM

"Mr. Tattoo"
MARK ROSE
Place of birth : GERMANY
HT. 6'04" WT.260 lbs.
Best technique :
BACK DROP,
NORTHERN RIGHT SUPLEX

"The Flying Grenade"
RANDY GOMEZ
Place of birth : VENEZUELA
HT. 6'02" WT.275 lbs.
Best technique :
POWER BOMB,
BACK BRAIN KICK

"The Siberian Machine"
BORIS CHEKOV
Place of birth : U.S.S.R.
HT. 6'03" WT.297 lbs.
Best technique :
GIANT SWING,
POWER SLAM

"Iguanaman"
JULIO FALCON
Place of birth : ECUADOR
HT. 6'07" WT.319 lbs.
Best technique :
DEATH DROP,
POWER SLAM

"The Technician"
Dr. GUILDO
Place of birth : U.S.A.
HT. 6'08" WT.330 lbs.
Best technique :
DEATH DROP,
GIANT SWING

EPILOGUE

His name is Blue King , "the Manic Warrior." Rumor has it that he came in 11th place and was disqualified from the preliminary matches, yet there is something mysterious about him...

MEMO

MEMO

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-213-329-5880
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
   Tecmo, Inc. Consumer Division: Victoria Business Park 18005 S. Adria Maru Lane Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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